MASSART

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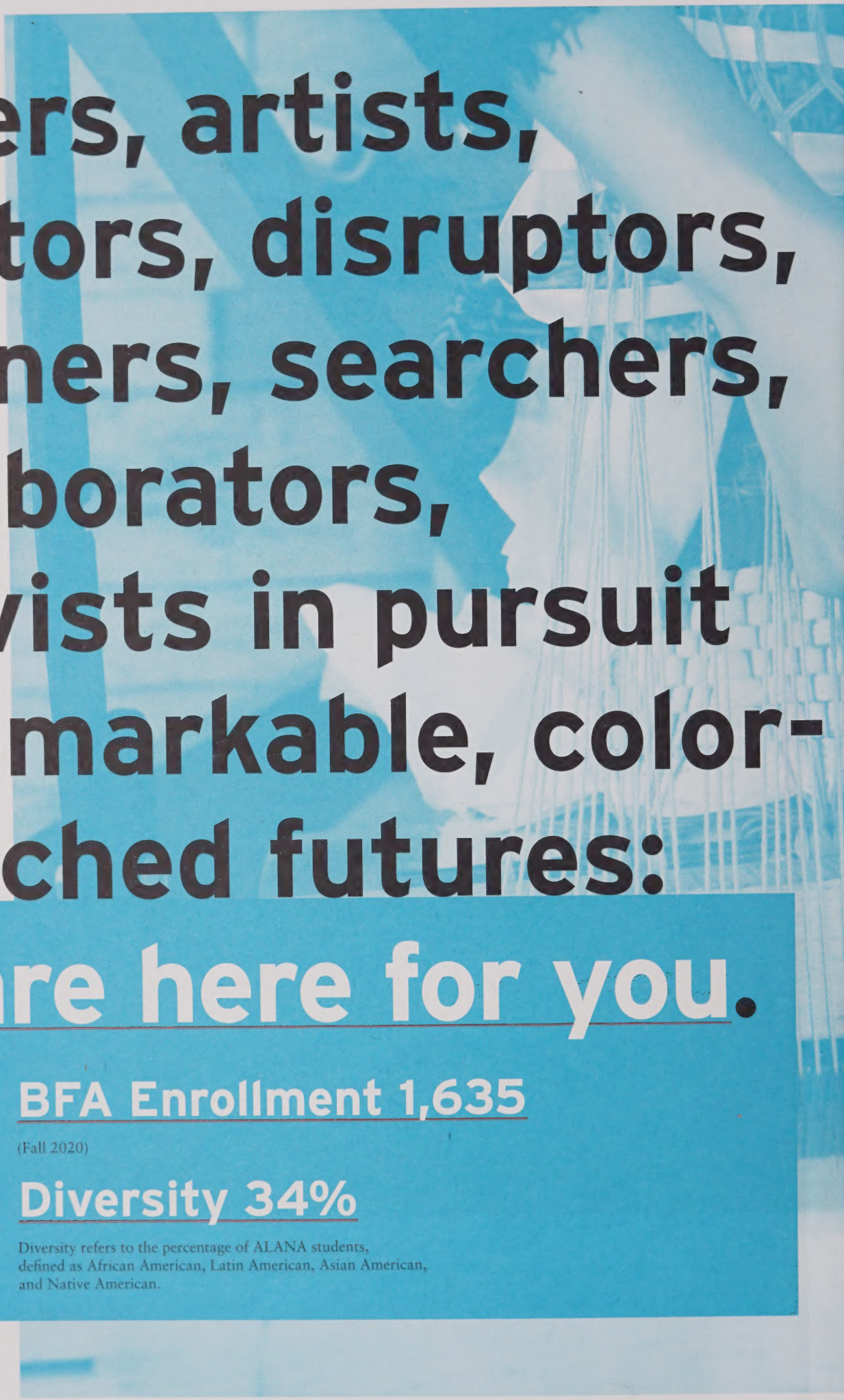
Welcome to MassArt. As the first freestanding public college of art and design in the country, Massachusetts College of Art and Design (MassArt) has a legacy of perseverance. As artists, designers, and educators, we understand the value of listening, evaluating, and innovating. These skills are all the more important as we slowly emerge from an unprecedented global health crisis. We're taking the insights we've gained this past year and applying them to create an even stronger academic institution and community. To learn more about the changes to the learning environment at MassArt, please visit massart.edu. Thank you for considering MassArt as you embark on your artistic journey.



Makers, artists, creators, disruptors, listeners, searchers, collaborators, activists in pursuit of remarkable, color-drenched futures:

We are here for you.

BFA Enrollment 1,635

(Fall 2020)

Diversity 34%

Diversity refers to the percentage of ALANA students, defined as African American, Latin American, Asian American, and Native American.

Founded in 1873, MassArt's mission is both lofty and grounded: To prepare students from diverse backgrounds to become leaders in the creative economy, and for them to positively impact every society they join.

Our graduates are near and far. They are innovators changing the way we interact with the world, art educators working with students across the globe and around the corner, industrial designers, medical device pioneers, entrepreneurs, contestants on Project Runway, famed photographers, renowned painters, Academy Award-winning set designers, and savvy media pioneers. MassArt is a community of change-makers and forward thinkers. We invite you to be part of the process, and part of the future. We're redesigning the world, but we can't do it alone. We want you to join us.

ACCREDITATION

Massachusetts College of Art and Design is accredited by the New England Association of Schools and Colleges, Inc. through its Commission on Institutions of Higher Education, and by the National Architectural Accrediting Board. MassArt is also an accredited institutional member of the National Association of Schools of Art and Design (NASAD).

mission

Massachusetts College of Art and Design is a public, independent institution that prepares artists, designers, and educators from diverse backgrounds to shape communities, economies, and cultures for the common good.

vision

We pursue a just, compassionate, and equitable learning environment. We cultivate rigorous creative practices by observing, questioning, making and remaking. We honor courage, honesty, mutual respect, and self-expression. We believe in the power of art and design to transform our world.

MassArt is a premier institution for learning, doing, seeing, and becoming.

boston is more than your campus

Centrally located in Boston, in a culturally and educationally rich area of the city, we partner with neighboring colleges and associations that expand our reach, provide remarkable opportunities to students, and open us to the vitality of the city.

The city of Boston serves as an expansive classroom for students. In addition to the 20+ area colleges and their resources, there are 30+ museums and cultural institutions in and around Boston. MassArt has its own contemporary art museum, and is just steps away from the renowned Museum of Fine Arts, with its esteemed collection of contemporary works and antiquities. The Italianate Isabella Stewart Gardner Museum—lush and overflowing with Titians, tapestries, timeless work, and a stunning year-round atrium garden—is around the corner. Galleries and working studios are open throughout the city, and history resides everywhere—in the world-class architecture, along the cobblestone streets of the Revolutionary War's Freedom Trail and the Black Heritage Trail. Fenway Park, the nation's oldest baseball stadium in the country is an easy walk, and there are acres of public green space throughout the city.

The MassArt campus is adjacent to Roxbury, one of Boston's most diverse neighborhoods, and together, MassArt and Roxbury's stakeholders have developed many collaborative community-based projects. Boston is recognized as a global innovation city, currently ranking number one of all start-up cities in the nation. Facebook, DropBox, and TripAdvisor started here. The larger region is headquarters for major companies including Converse, TJX, and Fidelity Investments. These varied businesses enrich the art, design and business sectors, offering internships, and often employment, to MassArt graduates.

BOSTON ARTS ORGANIZATIONS AND SPACES
Boston Center for the Arts (BCA)
Boston Cyberarts Gallery
Boston University Art Gallery
Harvard Art Museums
Lawn on D
MIT List Visual Arts Center
Museum of African American History
Photographic Resource Center
SoWa Arts District

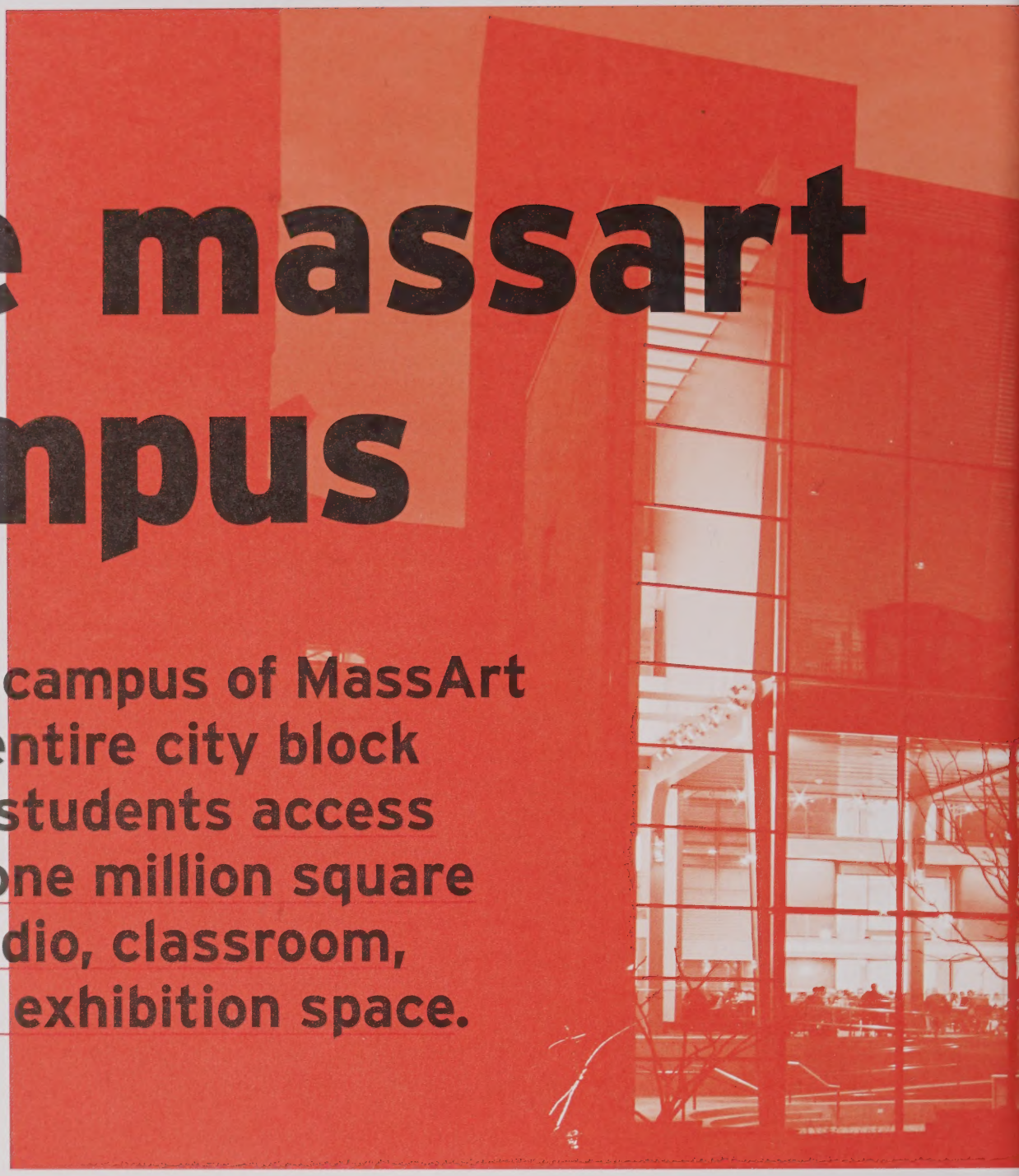
AROUND TOWN
Brattle Theatre
Coolidge Corner Theatre
Gallery 263
Harvard Film Archive
Kendall Square Cinema

MAKE A CONNECTION
We're part of the Colleges of the Fenway and ProArts, which provide cross-registration, performing arts, athletic, and social opportunities for our students with other colleges in Boston.

COLLEGES OF THE FENWAY:
Emmanuel College
MCPHS University
Simmons University
Wentworth Institute of Technology

THE PROARTS CONSORTIUM:
Berklee College of Music
Boston Architectural College
Boston Conservatory at Berklee
Emerson College
New England Conservatory
School of the Museum of Fine Arts at Tufts

the massart campus



The urban campus of MassArt spans an entire city block and gives students access to nearly one million square feet of studio, classroom, living, and exhibition space.

The campus is monitored 24/7, 365 days a week by our Public Safety department. Building entrances are staffed with Institutional Security Officers and equipped with electronic key card access readers.

DESIGN AND MEDIA CENTER
The Design and Media Center (DMC) is the main thoroughfare of the College and serves as a laboratory for interdisciplinary learning and community collaboration. Resources include the digital makers studio, a sound and recording studio, project rooms, documentation rooms, a woodshop, the Patricia Doran Gallery (student curated), and public spaces for meeting and collaborating.

TOWER
At 13 floors, Tower is home to the library and the College's design majors. It also includes the President's Office, the Frances Euphemia Thompson Gallery, the Liberal Arts and History of Art departments, as well as administrative offices, including the Office of Student Financial Assistance.

Explore campus virtually at MassArt.edu/visit

SOUTH HALL
New in 2020, the MassArt Art Museum (MAAM) is the largest, free contemporary art museum in the region. The newly renovated South Hall building also includes classroom space for Art Education and Studio Foundation, as well as the Brant and Arnheim galleries that showcase student work.

NORTH HALL
The Pozen Center, a 1907 auditorium with Palladian windows, is the main classroom space for the Studio for Interrelated Media department. North Hall also houses studios for Fibers and Sculpture, as well as the Godine Family Gallery.

COLLINS
Collins contains an extraordinary array of sculptural facilities including the kiln room, metalshop, hot shop, papermaking studio, and Jewelry & Metalsmithing work rooms.

KENNEDY
Kennedy is home to the Photography and Painting departments, as well as offices supporting student life, the Center for Art and Community Partnership (CACP), the Dining Commons, and the MassArt Supply & Bookstore.

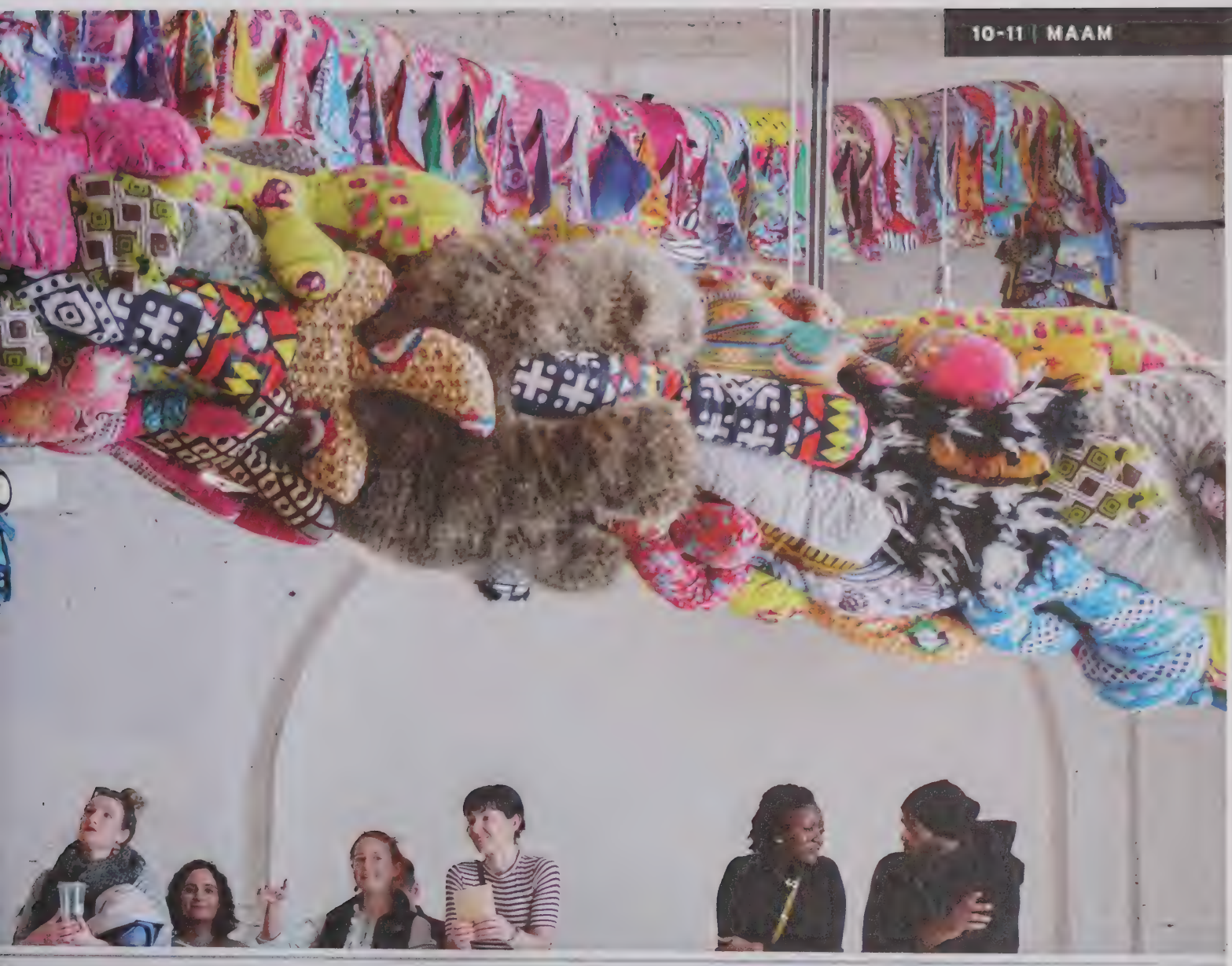
EAST HALL
MassArt's impressive print shop, located within East Hall, is one of the largest facilities of its kind in the Northeast. East Hall also includes Film/Video screening rooms and related facilities.

COURTYARD
South, Collins, North, and East form a quadrangle called the Courtyard, which forms the center of MassArt's campus. This green space provides an outdoor installation and classroom space for our students.

EVANS WAY PARK
Part of Boston's Emerald Necklace, Evans Way Park was designed by renowned landscape architect Frederick Law Olmsted. The grassy urban oasis connects the Tower Building, the Isabella Stewart Gardner Museum, and Wentworth Institute of Technology.

MAAM

always evolving, always free



The MassArt Art Museum (MAAM) opened in February 2020 as Boston's newest free contemporary art museum, offering an accessible museum experience for all audiences. MAAM is a *kunsthalle*, or non-collecting museum, showing temporary exhibitions that feature the work of emerging and established artists to bring fresh, diverse perspectives to Boston. As MassArt's teaching museum, MAAM is a resource for MassArt students and faculty, educating students about contemporary art, partnering with faculty to support the curriculum, and preparing students for careers in the museum field. As an extension of the College's public mission, the Museum is a vital resource to the community, offering a pathway to education in the arts and free, unique educational programming to Boston-area public schools and community groups. Learn more at maam.massart.edu.

Student Support

Though MassArt is known for its rigorous curriculum, it is also a supportive environment, an equitable and student-ready campus that provides students with the resources they need to help them cross the finish line at graduation.

In 2018, the College established the Office of Justice, Equity, and Transformation (JET) to lead work that impacts campus culture and strives to achieve systemic equity in all areas of the institution through community participation and engagement. The JET team engages faculty, staff, and students through anti-racist trainings, organizes lectures and events such as the Tyrone Maurice Adderly lecture series, and oversees the Compass program, which offers additional academic support for first-generation college students.

The Academic Resource Center (ARC) at MassArt works tirelessly to address the needs of all students, inclusive of all abilities. The ARC team helps students evaluate their strengths, manage vulnerabilities, formulate academic study plans, develop essential literacy and technology skills, and acquire the communication skills that will allow them to share their artistic, academic, and personal vision, and move confidently through college and into the future. Through the ARC, students can access support from academic advisors, academic success coaches, peer tutors, and writing specialists. This department also provides student accessibility services, offering students with learning, ADHD, hearing, visual, medical, psychological, and mobility disorders, as well as neurodiverse students the tools they need to fulfill the fundamental requirements of the curriculum and take part in the MassArt environment.

MassArt Value #1:

We pursue a just, compassionate, and equitable learning environment.

ADDERLEY LECTURE SERIES

In memory of Tyrone Maurice Adderley, a talented and popular painting student, MassArt has welcomed artists, writers, scholars, and activists from underrepresented groups to share their work and wisdom with the community since 1995.

RECENT SPEAKERS:

Dr. Cornel West
Andres Serrano
Kylie Webster-Cazeau and Meggie Noel
Dr. Carole Boyce Davies
Zanele Muholi
Whitfield Lovell
Clennon King
Wangechi Mutu
Winfred Rembert

HEALTH & WELLNESS

The MassArt Counseling & Wellness Center is a safe haven for students. It is a place to seek confidential support, guidance, and skilled therapeutic and wellness support as students chart new territory and develop their creative, intellectual, and emotional potential. Services include free short-term psychotherapy, evaluations, referrals, and other resources for students. MassArt is committed to a safe and healthy living and learning environment. Student Health Services, administered by Optum Health, provides students with quality medical care for routine, acute, and chronic health issues and injuries.

As members of the Colleges of the Fenway (COF), MassArt students have access to the Schumann Fitness Center at Wentworth Institute of Technology. The Fitness Center offers state-of-the-art fitness equipment of all kinds, group exercise classes, and personal training, so students have many options to work out, work off stress, and have fun doing it from Monday through Sunday.

chart your course

MassArt Value #2:
We cultivate rigorous creative practices by observing, questioning, making and remaking.

College is about pursuing purpose, passion, experimentation, and bold decisions. MassArt is a place where we encourage vision, critical thinking/seeing/doing, and creative vigor. Goals come in many forms, and here, you're encouraged to search, find, and become the strongest, best-educated, most creatively fulfilled version of yourself.

4 YEAR PLAN & BFA DEGREE REQUIREMENTS

To earn a Bachelor of Fine Arts degree, students must complete a total of at least 120 credits. MassArt's curriculum is sequential, and all students must complete the Foundation Year courses prior to entering their desired major.

ON-GOING

Explore Boston's neighborhoods and museums, become involved with student groups and activities, attend art openings, exhibit or curate artwork in student galleries

**Depending upon the departmental requirements, electives may be studio, open, liberal arts, history of art, or departmentally required. Please consult departmental course requirement listings online.*

YEAR	REQUIREMENTS	ACTIVITIES
YEAR 1 FOUNDATION YEAR	**30 CREDITS** Studio Foundation Requirements / *15 credits* Studio Elective / *3 credits* Liberal Arts requirements / *6 credits* History of Art requirements / 6 *credits* *Hone a diverse set of technical skills, become familiar with the critique process, explore potential majors*	• Attend majors' fair and meet with your advisor • Declare your major in the Spring • Learn about Student Leadership process • Connect with Career Development for on and off-campus jobs opportunities
YEAR 2 SOPHOMORE YEAR	**30 CREDITS** Major Requirements / *12 credits* Studio/Open Elective / *6 credits** Liberal Arts/History of Art Electives / *12 credits* *Explore fundamental concepts, techniques, and historical significance of your chosen major*	• Meet with your advisor • Learn about minors • Cross-register at partner schools in the COF or ProArts • Research study abroad opportunities • Prepare work for your first review boards • Research internships • Share your artwork via MassArt Portfolios • Apply for on-campus housing lottery and learn about off-campus living
YEAR 3 JUNIOR YEAR	**30 CREDITS** Major Requirements / *12 credits* Studio/Open Elective / *6 credits** Liberal Arts/History of Art Electives / *12 credits* *Deepen research, further develop concepts and ideas, and broaden your portfolio*	• Participate in a semester-long exchange program • Begin or plan for a thesis project or final body of work • Complete an internship • Join professional organizations • Curate an exhibition, start a club, become a mentor • Exhibit artwork in the wider community • Participate in the All School Show
YEAR 4 SENIOR YEAR	**30 CREDITS** Major Requirements / *12 credits* Studio/Open Elective / *6 credits** Liberal Arts/History of Art Electives / *12 credits* *Prepare to showcase your final body of work to the internal and external community*	• Develop self-promotion and marketing strategies • Research artist residency and grants • Submit artwork to the MassArt Benefit Auction • Pursue job leads or learn about graduate programs

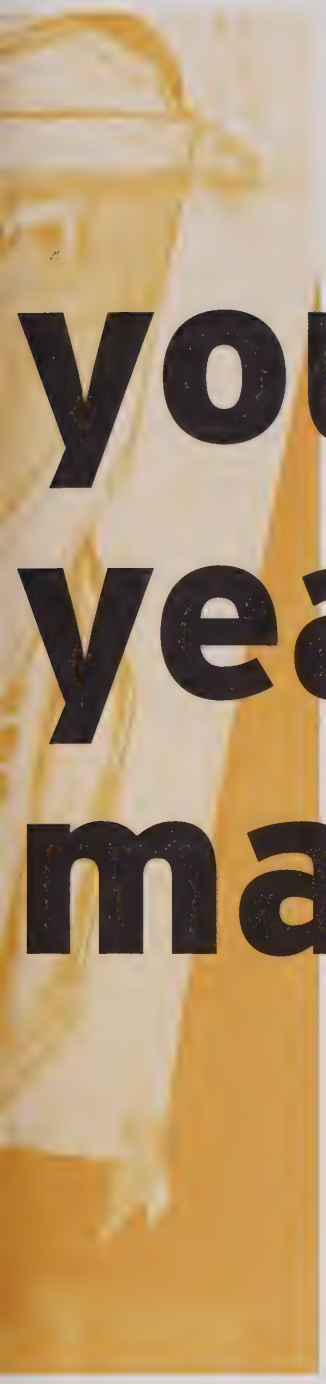
FALL SEMESTER	SPRING SEMESTER
STUDIO FOR DRAWING Formal principles of drawing including figurative and direct observational work	**DRAWING PROJECTS** Further hone your drawing skills through advanced or thematic courses that focus on observation, expression, or technical drawing
VISUAL LANGUAGE Two-dimensional design, color theory, and digital media	**TIME** Exploration of time-based artwork through narrative, performative, spatial, tactile, and/or digital approaches
FORM STUDY Three-dimensional art and design	**STUDIO ELECTIVE** Select from a wide variety of electives offered by assorted departments throughout the College
INTRO TO WESTERN ART Western art history from prehistory to the 21st century	**HISTORY OF ART ELECTIVE** Choose from a wide selection of 200-level courses
THINKING, MAKING, WRITING: USING WORDS WITH CLARITY AND FLAIR An introduction to writing for today's global communication	**FIRST-YEAR SEMINAR** Seminars on a range of topics in the humanities and social sciences

BASIC MATERIALS
DRAWING FOUNDATION

"Your first year at MassArt will open your eyes to things you never saw coming. Some of the things you have no interest in today will become an obsession tomorrow. The professors, librarians, staff members and classmates who seem completely opposite from you will become major sources of inspiration. And the artist deep inside you, whom you haven't met yet, will start poking and tickling you from the inside. All you have to do is listen... and work harder than you ever have before."

HANDMADE PAPER & BOOK

Pulp from natural fibers will be made into beautiful sheets of paper used for artist's books. Students will explore Western papermaking techniques with Thai Kozo, Abaca and other raw fibers. Japanese bookbinding, the accordion book, and side bound books will be made. Personal expression and technical proficiency will be emphasized.



your first year at massart

Exploration, idea generation, critical thinking, craftsmanship—the Studio Foundation Department is where aspiring artists and designers acquire the tools that will drive their creative development.

The Studio Foundation curriculum is required of all first-year students before selecting a major for the sophomore year. Students arrive at MassArt with varying levels of experience, as well as differing interests and backgrounds. Studio Foundation introduces every first year student to a wide variety of techniques and media that cut across traditions and technologies; something is new for everyone. First-year students learn to develop projects through all stages of the creative process, from inception, to design, then construction, presentation, revision, and completion. Students learn how to effectively and wisely critique their own work and the work of others, while learning to situate their studio practice in the historical, social and cultural contexts of artmaking.

After completing the Foundation Year, all students continue taking Liberal Arts and History of Art courses, which comprise one-third of the Bachelor of Fine Arts program. Both curricula are designed to enhance and complement the creativity that occurs during the sophomore, junior, and senior years.

LIBRAL ARTS

Liberal Arts courses help us to understand, appreciate, and come to better know humanity through cultural, historical, and intellectual contexts of art, design, literature, and history. Students have access to a range of writing, literature, and film criticism courses. You will also choose electives in social sciences, natural sciences, and mathematics, which provide additional context on how humanity has viewed the world across time, how art is created, and on principles of design. Examples of courses include:

Free Speech, Democracy and Artists
Queer Studies: Beyond Traditional Ideas of Gender and Sexuality
Gender Identity and the F-Word (Feminism)
Physics of Music
Bacteria Assassins
Physics for Artists
Animal Sex, Biodiversity, and Gender
Men, Women, and the Myth of Masculinity
Literature from Immigrants in America
Black Cinema: American Myth, Racial Ideology, and Hollywood

HISTORY OF ART

Your primary focus will be to create art while at MassArt, but artists also need to understand what came before them, how art has developed across time, geography, gender, economics, politics, and environment. By infusing the History of Art into the course requirements, students gain a deeper appreciation for the work they will produce for their future audiences. All students continue to take History of Art electives in the sophomore through senior years; it is also a program students may choose to major in. Among the many stimulating and unique courses are:

Art of the African Atlantic World
History of Experimental Film
Comics: History & Theory
Modern + Contemporary Latin American Art
Protection of Cultural Heritage

CREATIVE WRITING MINOR

The creative writing minor enables you to invent, imagine, and enhance your writing through exploring voice, aesthetics, and the vast possibilities of words on a page. You will have opportunities to write stories, craft theatrical works, pen spoken word and poetry, and develop short screenplays. Your voice will strengthen through your prose and scripting, informing all the other arts you're working on.

gain a new perspective

FACULTY

CHICO COLVARD

Professor Colvard is an award-winning filmmaker who was awarded a Guggenheim Fellowship in 2020. His documentary, *Family Affair*, premiered in competition at Sundance and was the first film acquired by Oprah Winfrey for her OWN cable channel. Professor Colvard's recent feature, *Black Memorabilia*, premiered at the Museum of Modern Art (NYC) and aired on PBS's Independent Lens. The film presents an intimate portrait of people who reproduce, consume and reclaim racist material. His current course offerings at MassArt include "Black Cinema and Social Justice Documentaries."

choose a major

MassArt Value #3:
We honor courage, honesty, mutual respect, and self-expression.

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ART EDUCATION 26–27
CERAMICS 28–29
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PAINTING 48–49
PHOTOGRAPHY 50–51
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SCULPTURE 54–55
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MassArt's Animation program exposes students to a wide range of experimental and traditional techniques, developing their ability to work beyond conventions.

SPECIAL EVENTS

ANIMATED SHORTS

A selection of animated shorts is curated by the Animation department and screened at MassArt in the annual event, *Squealing Pegs*.

For the last several years, the MassArt Animation Senior Showcase has shown students' animated shorts at the Museum of Fine Arts Boston, a special screening in this premier venue.

RECENT INTERNSHIPS

- Arnold Worldwide
- Boston Children's Hospital
- Boston Productions, Inc.
- BrewHouse VFX
- Hero4Hire Creative, LLC

animation

Creativity, innovation, and problem solving are at the core of any success in the field. To that end, students are encouraged to learn production efficiency while fostering a spirit of risk-taking.

Animation majors begin with assignments that hone technical skills while encouraging inventive and experimental work. Specialized equipment and facilities support their exploration of documentary animation, character animation, stop motion, experimental animation, experimental video, digitally generated animation (2D and 3D), and other emerging technologies. Regardless of their preferred technique, students learn the production skills necessary to become professional animators, including technical proficiency, organizational structures, and ongoing development of self-education.

EQUIPMENT

Students capture sophisticated, professional-quality camera movements for stop motion animation using MassArt's ARC VOLO Motion Control System.

COURSE

THE DIGITAL TOOLBOX

This course serves as an introduction to alternative animation techniques, with an emphasis on the integration of emerging digital tools with "old-school" animation devices and techniques such as Zoetropes, flipbooks, rotoscoping and multi-plane shooting. A semester-long, image-based digital animation will be produced, along with numerous shorter assignments.

FACULTY

TAMARA ROY

Assistant Professor Tamara Roy is an architect and urban designer at Stantec, specializing in multifamily residential, academic, and commercial projects. Professor Roy's work focuses on compact living and how it can address the housing crisis in Boston singles and couples and reduce carbon footprints in urban neighborhoods. Recent projects include the MassArt "Treehouse" Residence Hall, the Yotel Hotel in Boston's Seaport, Boston's South Bay Shopping Center Project, and more.

M.ARCH

Students may pursue a Master of Architecture degree at MassArt, accredited by the National Architecture Accrediting Board, by completing an additional five semesters following the four-year undergraduate program.

VISITING ARTISTS

The Architectural Design department hosts a series of "Tuesday Talks" with architects, engineers, and fabricators to discuss prevalent topics in the industry. Past speakers have discussed sustainability, landmark design projects, innovation, and more.

RECENT INTERNSHIPS

→ Earth Train
→ Earthship Biotecture
→ GUND Partnership
→ Jan Wampler Architect
→ Somerville Community Corporation

Architectural Designers solve problems with creativity, technology, and critical thinking.

architectural design

Architectural Design students gain pre-professional knowledge of architecture and related subjects such as exhibition design, furniture design and fabrication, and sustainable design. They learn to solve complex problems and to design buildings, interiors, and structures that satisfy social, aesthetic, safety, and ecological considerations. The hands-on approach includes model-making as an analog for the building process.

Rather than teaching one particular style of design, the architecture program prepares students to be sensitive to the needs of their clients and to adapt to the constraints of the surrounding environment. Upon completion of the program, students qualify to obtain positions in a range of architecture firms or to continue study in graduate-level architecture schools.

The Art Education department embodies a critical, studio-centric approach to visual arts education, and was the foundation of MassArt when the school opened.

art education

Within art education, the program prioritizes justice and equity while emphasizing engaged studio practice, social activism, and expansive scholarship. Students are prepared to facilitate pedagogy (teaching theory) that is authentic to the dynamics of contemporary visual arts. We train educators who are generous, nimble, resourceful, and reflective practitioners.

MassArt celebrates its urban context, particularly through a historical partnership with Boston Public Schools. MassArt's Saturday Studios Program, a tradition in Boston for over 80 years, offers students the opportunity to gain supervised and supported hands-on experience as educators by teaching Saturday morning art classes to elementary through high school students. Art Education students catalyze inclusive, active, and activist learning for all, across educational contexts and environments.

TWO PROGRAMS OF STUDY
BFA in Art Education with *Studio Breadth* offers a broad education in studio work, including 2-D, 3-D, and media arts.

BFA in Art Education with *Studio Specialization* equips students with the expertise and preparation in a single studio area.

STUDENT TEACHING
Students in the Art Education Department are required to complete a supervised internship in a school, community center, museum, or gallery setting. Students interested in obtaining an initial state licensure to teach in the visual arts must complete their Student Teaching Practicum, a semester-long, full-time experience in a school-setting following their senior year.

4+1
For students interested in state licensure to teach in the visual arts, MassArt offers two innovative "4 + 1" Art Education programs to enable students to complete both their Bachelor and Masters degrees in five years.

BFA MA
This 30-credit Masters program is for MassArt students who are earning their BFA in Art Education.

BFA MAT
This 30-credit Masters program is designed for MassArt BFA students who are not majors in Art Education but who want to teach art at the elementary or secondary level.

RECENT INTERNSHIPS
→ Beacon High School
→ Institute of Contemporary Art Boston
→ Italian Home for Children
→ MIT List Visual Arts Center
→ Museum of Fine Arts, Boston

FACILITY

KILN ROOM

MassArt's ceramics facilities are among the best in the U.S. The Kiln Room is equipped with six large electric kilns, four large gas-fired kilns, and ample studio space for students to have their own work tables.

STUDENT ORGANIZATION

CLAY FOR CHANGE

Clay for Change, a student-run organization at MassArt, connects students to the greater ceramics community by teaching them about clay practices and how they can be used to help others. Every year, the organization hosts a bowl making event at which more than 300 bowls are created and decorated for the Annual Souper Bowl to raise funds for the Haley House Soup Kitchen in Boston's South End neighborhood.

NATIONAL COUNCIL ON EDUCATION IN THE CERAMIC ARTS CONFERENCE
Since 1975, MassArt faculty and students have attended, participated, and exhibited at the National Council on Education in the Ceramic Arts (NCECA) Conference. NCECA is an internationally known networking organization that brings together up to 7,000 artists per year at their annual conference. While at the conference, students experience exhibitions, lectures, panel discussions, and alumni gatherings to aid in their study of ceramics.

RECENT INTERNSHIPS
→ Ceramics Program at Harvard University
→ Mudflat Pottery School and Studios
→ Santa Fe Clay
→ The Society of Art and Crafts
→ Webster House Arts Program

ceramics

Ceramics draws from ancient craft and modern innovation, allowing students to explore a wide range of opportunities in studio arts and design.

Ceramics students explore personal ideas through the lenses of history, aesthetics, world culture, social/environmental issues, design, craftsmanship, science, and innovation. The program provides students with the practical and theoretical preparation they need to pursue ceramics as a dedicated vocation or as a facet of their artistic repertoire.

The undergraduate curriculum offers a strong foundation in technical skills and concepts important for today's artists, designers and educators working in ceramic materials. These include the basic techniques of handbuilding, wheelworking, moldmaking, glazing, and kiln-firing, as well as work in ceramic casting, architectural ceramics, and clay and glaze materials.

Throughout the curriculum, students focus on developing a portfolio while taking courses in critical thinking and research and participating in lectures, field trips, and critiques with faculty, students, and visiting artists. In preparation for graduation, students are required to take a professional practice course that prepares them for life after MassArt.

Communication Design is central to the construction and conveyance of meaning within print design, information design, branding, and user experience design.

communicatio design

Through MassArt's hands-on studio classes led by practicing designers and educators, students are challenged to develop design solutions in the areas of package design, publication design, web and application design, interactive communication, and advertising, as well as the creation of graphic identities and brand systems. Students navigate the challenge of receiving critiques on their work and thoughtfully critiquing the work of others.

Students are encouraged to complete an internship during their studies, to gain insight into producing design work for clients and discover the applications of the profession in different environments.

Ultimately, students will learn how to apply structure, surface, and form to their design—and to effectively engage with their clients, a variety of audiences, and the culture at large.

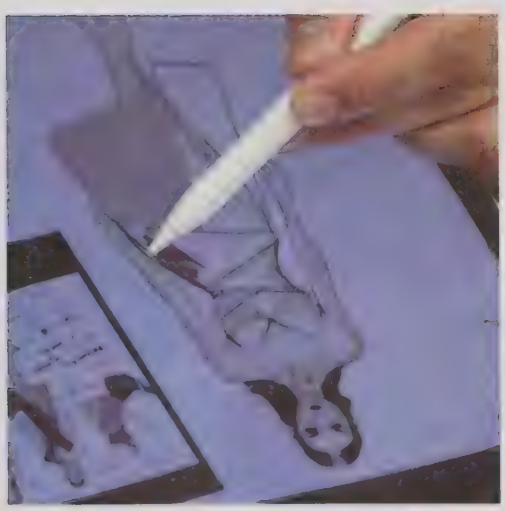
COURSE

COMMUNITY PARTNERSHIP DESIGN

Community Partnership Design, taught by Professor Lisa Rosowsky, explores almost every area involved in print production for graphic designers, including offset printing, printing estimates and working with a printer, binding and finishing paper, pre-press, color separation and color proofing, and halftones and scanning issues. The print projects are community service-based and are developed with non-profit partner clients such as the City of Boston's A New Bostonian's Guide to Boston and Dana Farber Children's Hospital Cancer Care program's What's Cooking: Fun Recipes for Family Wellness, etc.

RECENT INTERNSHIPS

- → Adobe Systems
- → Converse Inc.
- → GLBTQ Legal Advocates & Defenders
- → Microsoft New England Research & Development
- → Upstatement



COURSE

SUSTAINABLE FASHION

Explore issues of sustainability as they relate to fashion. Students examine current practices of sustainable designers and companies, eco-friendly textiles, innovations in textile design and production, waste minimization and up-cycling in design. We consider sustainability along the supply chain of a garment's production, including ecological impact, ethics and social responsibility, fair trade, and cultural techniques and traditions. Students will apply sustainable methods through their own design processes, and develop and complete an eco-designed garment.

SPECIAL EVENT

ANNUAL MASSART FASHION SHOW

At the end of the spring semester, the Fashion Design department produces a live show with full collections from seniors and select designs from sophomores and juniors. Students gain invaluable experience in every aspect of planning and producing a fashion show, from curating a collection to selecting and styling models.

RECENT INTERNSHIPS

- Anthropologie
- Boston Ballet
- Diane von Furstenberg
- Marc Jacobs
- Oscar De La Renta

fashion design

The Fashion Design program explores the relationship between classic principles and bold innovation and how each drives the process of creation.

Established in 1907, MassArt Fashion Design is one of the oldest programs of its kind in the country. Students learn the processes, techniques, and tools needed to develop design concepts across formats–2D and 3D designs, digital and hand drawings, flat patterns, and fully constructed garments–while developing the critical skills they need to evolve into versatile design professionals. Beyond the basics of fashion design, students learn the business fundamentals of apparel marketing, manufacturing, and production procedures.

Each year, Fashion Design students participate in off-campus fashion presentations and exhibits, including showcasing work at the Museum of Fine Arts Boston, Copley Place Mall Boston, Children's Museum Boston and SEED in Providence. Students develop the skills and training they need to convey their singular viewpoint and to craft a portfolio that embodies that vision.

FACILITY
LOOM ROOM
MassArt has two loom rooms, a yarn closet, dye labs, and surface design room to support fibers students.

Fibers is one of the world's oldest art forms—and a rich source of creative inspiration across disciplines.

fibers

Fibers students receive training in the practical and creative aspects of the medium through the classical techniques of weaving, surface design, knitting, felt-making, basketry, hand papermaking, interlacing, dyeing, and fabric construction.

Through seminars, advanced studios, and coursework, students learn how to integrate fiber concepts with other disciplines, including sculpture, performance, installation, drawing, and architecture. Students are encouraged to make meaningful connections between traditional fiber approaches and contemporary developments in art, craft, and design.

MassArt equips students with the essential skills and tools they need to pursue their own distinctive vision and create compelling original works.

COURSE

SCULPTURAL KNITTING

This class explores the ways that knitting can be used as a medium for sculpture and installation; students learn different techniques of creating form such as knitting in the round, sewing, using alternative materials such as felting, and knitting on looms and by machine. The course examines artists who are using knitting and related techniques, and will examine contemporary issues related to the variety of approaches.

ALUMNA

ERIN RILEY '07

Erin Riley's hand-woven textile piece titled *Nudes 17* was featured in the 2017 MassArt Auction. A graduate of the class of 2007, Erin is the youngest MassArt alumna ever selected for the prestigious MassArt Live Auction.

RECENT INTERNSHIPS

→ Amy Nguyen Textiles
→ Gateway Arts
→ Michael Kors
→ The Society of Art and Crafts
→ Vermont Weaving School

Students at MassArt study film and video as fine arts, in an environment that emphasizes and supports the development of a personal vision and encourages experimentation across mediums and genres.

COURSE

VIDEO INSTALLATION: SITE, PERFORMANCE, SCULPTURE

Video installation is an ever-expanding contemporary art genre. This introductory course is for students who are interested in learning how to create videos and integrate them into 3D and interdisciplinary art practices. Readings, screenings and discussions address a range of video installation art practices—past and present. Students are challenged to address various approaches to video/audio creation, presentation styles, and the meanings created from pairing video with forms, performance or environments.

film/video

The program offers small class sizes, nationally and internationally recognized faculty, and a curriculum designed to give students the conceptual tools and technical training they require to develop as moving image artists, critical thinkers, and media professionals. Students create works that move beyond traditional video and filmmaking to include gallery installations, multi-screen narratives, and experimental and documentary shorts. Research culminates in an ambitious thesis project in the senior year.

Film/Video electives regularly include cinematography and lighting, editing, handmade film, performance for camera, post-production finishing, screenwriting, sound design, and video installation. Students are challenged to create new forms of viewing experiences, whether personal, political, conceptual, abstract, visceral, and visionary—or something else entirely.

RECENT INTERNSHIPS

- Anthology Film Archives
- Finish Post Production
- John F. Kennedy Presidential Library and Museum
- Telluride Film Festival
- GBH

FACILITY
HOT SHOP
The Glass Shed, colloquially known as the "Hot Shop," is a 2,500 square foot studio for glassblowing and flameworking. Resources in the Hot Shop include melting furnaces, Glory holes, pipe warming station, reheating garage station, working benches, flame working area, electric annealing ovens, and casting ovens. Along with the Hot Shop, the Glass Department boasts a glass coldworking room and a glass diamond room for sandblasting, drilling, and casting.

glass

The Glass program at MassArt encourages students to experiment with glass as a medium for individual expression through the creation of vessels and sculptural forms.

Students are introduced to technical processes such as glassblowing, hot pour casting, and cold glass fabrication, as well as kiln-related processes such as fusing, slumping, and casting.

In recognition of the centuries-old glassmaking tradition, students gain a deeper understanding of historical glass techniques and how they inform current practices. The department's glass shed includes separate rooms for working with hot and cold processes and includes equipment to cut, grind, polish, drill, and sandblast glass.

Students research the topics and artists relevant to their own development, to gain a stronger sense of their artistic direction. Faculty and visiting artists offer skills and knowledge to support students' growth, in addition to seminars, slide lectures, studio visits, and exhibitions. The glass studio is also home to discussions on contemporary art-making issues in glass.

COURSE

GLASS TEXTILES

Glass Textiles explores flexible and tensile systems in glass using the language of fibers. The class is organized as an inter-disciplinary think tank, working collaboratively in small teams, to innovate, troubleshoot and resolve material-based experimentation.

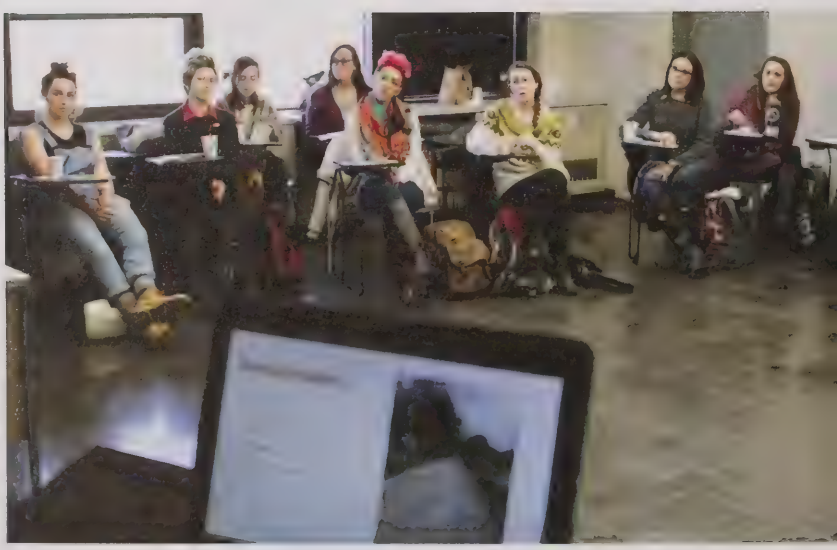
RECENT INTERNSHIPS

→ Awear
→ keer glass foundry
→ Prescient Studios
→ Ross Art Studio
→ New Bedford Art Museum / ArtWorks!

DUAL MAJOR
Many History of Art majors are in fact dual majors with a studio area.

HISTORY OF ART AND DESIGN SYMPOSIA
Each year, the History of Art Department hosts an annual symposium, inviting students from any discipline to present their art-historical research to the community.

RECENT INTERNSHIPS
- Christie's Auction & Private Sales
- Howard Yezerski Gallery
- John F. Kennedy Presidential Library and Museum
- National Museum of American History
- Worcester Art Museum



Students learn to identify, classify, describe, and interpret works of art from a wide range of periods and world cultures. The program begins with an introductory survey of art in the first term, after which students learn about our global and multidisciplinary world through studies in ancient and medieval art, Renaissance, Baroque, and eighteenth-century art, modern and contemporary art and design, and the arts of the Americas, Asia, and Africa. Students also participate in at least two senior seminars involving rigorous, original research into topics in the history of theory of art.

Nearby museums and galleries allow first-hand study of a variety of works, as well as internship experiences in conservation and in gallery and museum operations. Students also have access to international travel courses which provide opportunities for studying monumental works and museum collections abroad. Graduates of the History of Art Program at MassArt go on to pursue graduate degrees in art history, visual culture, and museum studies as well as obtain employment at museums, galleries, auction houses and in publishing.

history of art

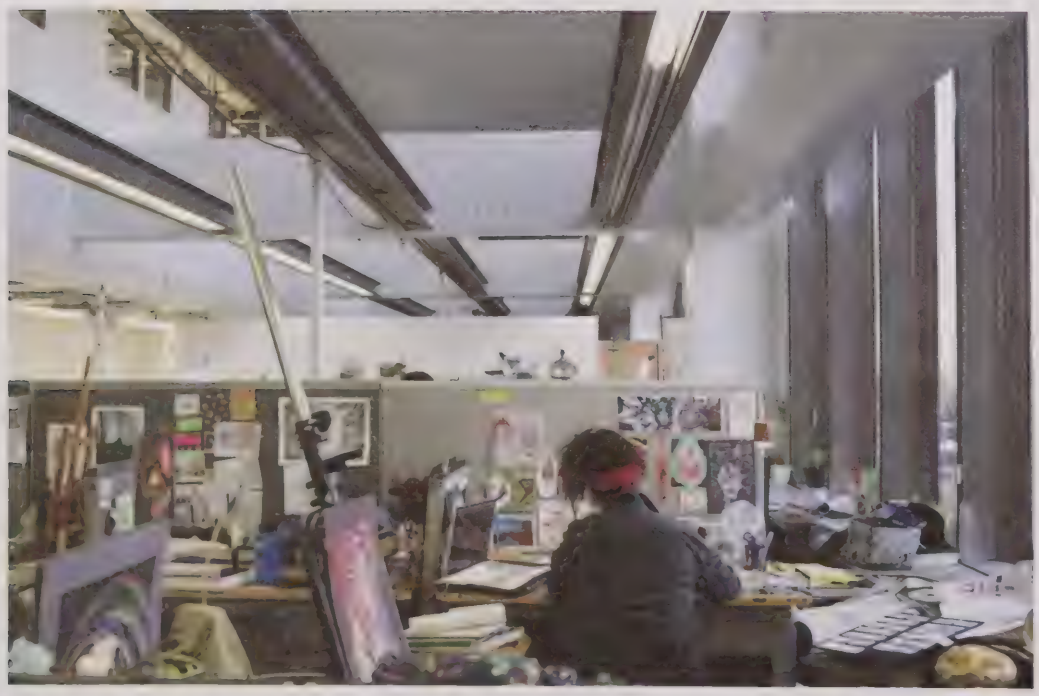
History of Art students are both scholars and artists, participating in thesis research and a rigorous studio practice.

illustration

MassArt's dynamic Illustration program is interdisciplinary in nature.

This truly contemporary curriculum is broad, and students, in their quest for visual storytelling, learn to cross the boundaries of several art disciplines. By working in a variety of media, from traditional through digital 2D and 3D, to time-based illustration, students are preparing for professional practice in approximately 50 different job markets.

All faculty are active artists, freelance illustrators or owners of illustration firms. They offer significant insight into the demands of the profession and the full scope of illustration's possibilities. The program's coursework culminates in a Thesis Project, consisting of a body of images that reveals the emerging style and points of view of students and is presented at the Senior Thesis Exhibition.



EVENT

SENIOR PORTFOLIO NIGHT

Each spring, the Illustration department hosts a Portfolio Night that features the work of the graduating seniors. In preparation, students learn the business acumen associated with displaying artwork that best expresses their personal aesthetics, speaking about their work, and seeking freelance and corporate opportunities.

RECENT INTERNSHIPS

→ Horn Book, Inc.
→ Jhil Design
→ Marvel Entertainment, Inc.
→ Society of Illustrators
→ The TJX Companies, Inc.

COURSE

PROFESSIONAL ILLUSTRATION FOR THE COMMUNITY

This course aims to provide students with an opportunity to partner with a variety of area non-profit organizations, creating illustrated projects specific to their needs. Similar in structure to the very popular Professional Freelance Studio class, assignments produced in Professional Illustration for the Community have one major difference: intent. This course makes students aware of the fact that illustration need not be limited to the commercial realm and that their artistic contribution can lead to greater understanding of themselves, the community and beyond.

Past collaborations have included organizations such as Zoo New England (inspiring people to protect and sustain the natural world for future generations), Jane Doe, Inc., (committed to ending domestic violence and sexual assault, as well as promoting justice, safety and healing for survivors) and The Longwood Symphony Orchestra (supporting health-related nonprofit organizations through public performances.

STUDENT GROUP

INDUSTRIAL DESIGN SOCIETY OF AMERICA

The Industrial Design Society of America (IDSA) chapter at MassArt enhances the education of every artist and designer in the College by hosting events that educate students on the latest technologies and systems that professionals use, by inviting real world designers and artists to campus exhibitions, studios, and discussions. Representatives also attend the IDSA annual conference to learn about the latest news in the design world.

RECENT INTERNSHIPS

→ Bose Corporation
→ Boston Children's Museum
→ Continuum LLC
→ Design Museum Boston
→ New Balance Athletic Shoe, Inc.

COURSE

PACKAGING AND THE P.O.P.

This course is an examination of 3D packaging design covering branding, graphics and the development of a P.O.P. "point of purchase" display. Course focus is on all the phases of design, from concept to design development to the three-dimensional actualization of a point of purchase display. The goal of this class is to develop a user-centered consumer experience with product/packaging that creates a memorable experience that resonates with the consumer.

industrial design

Students focus on sketching and rendering techniques, manufacturing processes, and the construction of prototypes.

Each student's intensive design process incorporates research, concept drawing, manufacturing analysis, and material exploration, as they create solutions for consumer products and organizations. The coursework culminates in a major degree project—recent examples of which include a redesigned walker, a stationary bicycle, exercise and athletic equipment, children's toys, furniture systems, and a school bus.

Internships, design competitions, and partnerships with local manufacturing and consulting firms afford students opportunities to work in the real world. All Industrial Design faculty members are experienced, practicing designers and active members of the Industrial Designers Society of America.

Industrial Design challenges students to solve problems and improve products through increased usability and function.

COURSE

SOME LIKE IT HOT: ENAMELING

An exploration of vitreous enamel as a medium for visual artists, this class is ideal for experienced students who want to expand their knowledge of different methods of applying permanent color and images to metal surfaces. Built upon the fundamental techniques on how to fuse colored glass powders onto metal surfaces by means of kilns and torches and explore a variety of textural and surface treatments. Students learn traditional methods including basse taille, champleve, cloisonne, limoges and sgraffito, and experiment with etching, painting, stenciling, drawing and image transfers onto enamel surfaces.

COURSE

FIBER TECHNIQUES & METALS

Fiber techniques in metal such as crocheting, knitting and weaving as well as fiber-based techniques of sewing and felting are introduced and applied to three-dimensional jewelry and object making. Focusing on historical and contemporary uses of fiber techniques in metal, this course explores relationships between metal and fiber through a series of independent projects.

ALUMNAE

Several graduates from the Jewelry & Metalsmithing program have received acclaim in their respective fields. Sophie Hughes '08 BFA was named Best Jewelry Designer by Boston Magazine in both 2016 and 2017, alumnae Jill Martinelli '06 BFA and Sabine Le Guyader '05 BFA founded Lady Grey Jewelry together, designing jewelry for celebrities including Beyoncé, and in 2017, actress/comedian Whoopi Goldberg sported a bracelet by Elisa Melegari '14 BFA to New York Fashion Week.

jewelry & metal-smithing

The Jewelry & Metalsmithing major offers an immersion into the knowledge of the diverse materials and careful workmanship involved in this ancient – and contemporary – art form.

RECENT INTERNSHIPS
- Boston Ballet
- EMBR Labs
- Nervous System
- Sophie Hughes Jewelry
- Stonybrook Fine Arts

Students focus on creating jewelry, art objects, and functional objects from both base and precious materials, while learning how objects are informed by their social, cultural, and historical contexts.

Along with essential techniques such as construction, casting, forming, stone setting, and computer aided design (CAD), coursework is offered in all major metalworking techniques–including vacuum and centrifugal lost wax casting, vulcanized and silicone mold processes, hydraulic press techniques and die forming, and three-dimensional modeling and CNC milling. Essential reading, discussion, research, exercises in presentation, legal and business professional practices, exhibition strategies, and self-promotion form the continually evolving curriculum, as well as regular visits from artists with experimental methods and materials.

Painting fosters independence, creative thinking, and the process of 'making.'

painting

Painting students are part of an intense working environment that encourages diverse practice and does not limit the development of work into other genres.

Painting students are initially grounded in core techniques and fundamental visual properties. Drawing is an essential part of the discipline and required coursework establishes links between the instinct to draw and the conceptual and physical processes that form the basis of painting. Students are introduced to advanced techniques and processes, with an emphasis on individuality and experimentation in form and content.

Painting students are allotted independent studio areas within larger communal spaces. Painting students have the benefits of traditional painting instruction and the opportunity to evolve as part of a collaborative, contemporary community.

VISITING ARTISTS

Each year, the Fine Arts 2D Department hosts lectures featuring groundbreaking artists whose work has been recognized in their fields. Past visiting artists include Polly Apfelbaum, Nadia Ayari, Michael Berryhill, Ambreen Butt, Sean Downey, Walton Ford, Ariel Basson Freiburg, Chie Fueki, Michelle Grabner, Byron Kim, Richard Raiselis, Daniela Rivera, Duane Slick, Alexandria Smith, Amy Weiskopf, and Bert Yarborough.

RECENT INTERNSHIPS

→ Attleboro Art Museum
→ City of Boston
→ Isabella Stewart Gardner Museum
→ kijidome / Susan Metrican
→ Shapiro Designs

COURSE

PAINTING/A DIGITAL LENS

Painting Through a Digital Lens explores how digital tools and the digital era can influence the artist's studio practice. Through both abstract and representational imagery, participants will develop their own styles within a framework of new ideas, tools, and approaches to painting and drawing. Participants will deploy digital tools already at their disposal (computers, social networking, smart phones, cameras, digital printing, etc.) to work between concept and process in creating new work, and examine distinctive art being generated in the Information Age.

FACULTY

LAURA MCPHEE

PROFESSOR

Photographer Laura McPhee is noted for her stunning large-scale landscapes and portraits of the people who live and work in them. Her latest project involves the western desert of the United States, where she chronicles visual stories about time, both geologic and human. Laura's work is collected by world-renowned institutions such as the Metropolitan Museum of Art, The Whitney Museum of American Art, J. Paul Getty Center Museum, and the San Francisco Museum of Modern Art. She holds a BA from Princeton University and an MFA from Rhode Island School of Design.

FACILITY

The Photography program is based in an 11,000 square foot facility with access to digital and analog equipment, as well as a selection of quality and rare cameras for student use.

RECENT INTERNSHIPS

→ Abelardo Morell Studio
→ Boys and Girls Club of Dorchester
→ Converse Inc.
→ Peabody Essex Museum
→ Rue La La

Photography at MassArt provides an ongoing opportunity for conversation. It is dynamic and ever-evolving as technology advances. Photographers speak in languages both visual and verbal, about the multitude of perspectives in a changing world.

photography

Rooted in a spirit of experimentation and thoughtful engagement with the history and traditions of the medium, the Photography program enables students to become accomplished and innovative image makers.

With access to exceptional labs and equipment, students learn an array of analog and digital techniques in order to create images that reflect their unique perspectives and distinctive stories. Through critique, collaboration, and critical thinking, students are supported by highly respected, award-winning faculty and the department's renowned lecture series which welcomes visiting artists, historians, editors, and curators to campus each semester.

SPECIAL EVENTS

LEARN FROM MASTER PRINTERS

Since 1993, the annual Master Print Series has offered students the opportunity to collaborate with internationally renowned visiting artists such as Ambreen Butt, Winfred Rembert, Kiki Smith, Sarah Sze, and John Walker. Students produce professional-level editions and unique prints in conjunction with the artists in this unique, hands-on multi-day residency.

In 2016, as part of MassArt's ongoing Visiting Artist program, Fine Arts 2D faculty hosted Eduardo "Choco" Roca Salazar, one of Cuba's most renowned printmakers. An exhibition of his work, titled Opening Pathways, showcased Choco's prints and brought the MassArt community together to celebrate his work. Choco visited with students in the print shop to share his technique and critique their work.

Printmaking encompasses a time-honored set of techniques – with endless possibilities for innovation and experimentation as you step into your future.

The Printmaking program at MassArt encapsulates the study of traditional techniques as well as modern approaches. Students take courses in etching, lithography, silkscreen, relief, photographic print processes, and drawing. They also study monotype and woodcut techniques, in addition to digital color separation.

MassArt's spacious studio offers students easy access to cross-media investigation and installation in a collaborative community. Vertical learning is encouraged, as junior and senior Printmaking majors meet together for 10 hours per week and have individual studio spaces. An active Visiting Artist program adds to the mix with supplemental workshops, technical demonstrations, and individual critiques.

printmaking

FACILITY

PRINT SHOP

The Printmaking Studio (or "print shop") is one of the most treasured spaces on campus. The largest printmaking studio in Boston, our 9,000 square foot studio is divided into three sections: one area for etching, relief and monotype area; another for lithography and relief area; and a third for silk-screen.

RECENT INTERNSHIPS

→ Artworks
→ Candice Ivy
→ Copley Society of Art
→ Mixit Printshop
→ Muskrat Studios

Sculpture students have the opportunity to work with a wide range of materials including wood, metals, clay, plaster, mixed media, glass, fiber, stone, and video.

sculpture

IRON CORPS

Iron Corps is a student group dedicated to the practice and process of casting iron. The group's goal is to create sculptural art in iron, and to further the practice of cast iron art by helping anyone with the process, not just 3D majors. Iron Corps helps students in all points of the process from creating molds for waxes, to wax-working, to creating finished molds, and to actually running an iron furnace and pour field.

RECENT INTERNSHIPS

- Center for Cuban Studies
- Gateway Arts
- New England Sculpture Service
- Schiff Architectural Detail, LLC
- Trimount Iron Works

METAL SHOP

The Metal Shop is a shared 3-D facility in the Collins building that is divided into four areas. The Foundry is where students cast molds using molten bronze, aluminum, or copper. The Forge area includes coal and gas forges for blacksmithing, and advanced metalworking. The Welding area offers large tables for layout and fabrication, and the Machining area allows for finishing work once a piece has been cast, forged, or welded.

COURSE
ANIMAL SCULPTING

This course is taught in two segments. The first segment consists of building an ecorche of a cow. Students examine the anatomy of the cow through reference sources and from life, with a goal of developing an understanding the internal structures which account for it's form. During the second segment, students have an opportunity to apply what they learned by creating a sculpture of the animal they choose. This course requires field trips.

Students develop technical and conceptual skills in a variety of media through courses in anatomy, figure modeling, foundry, mold making, carving, woodworking, welding, kinetic art, digital 2D to 3D processes, and installation. The department offers support for students who wish to concentrate in a particular process to those who work across disciplines. Sculpture faculty are working artists who bring a diverse array of approaches to making sculpture.

Classes explore issues common to sculptors, such as the role of art in community, a brief history of sculpture, presentation and site possibilities, and idea development. Junior and senior major studios offer individual mentor time with faculty and group critiques with faculty and guest critics.

COURSE

EXPERIMENTAL ENSEMBLES

This course is an opportunity for students to collaborate and invent works that involve various groupings of people engaging in collective actions that are both performative and non-performative. The course challenges students to question the form of artistic practice while expanding how we interrelate ideas, bodies, information and experience.

RECENT INTERNSHIPS

- American Repertory Theater
- Central Square Theater
- The Huntington Theater Company
- MASSCreative
- WGBH

FACILITY

POZEN CENTER

The Studio for Interrelated Media (SIM) manages the Pozen Center, a 3,000 square foot light-tight flexible performance space equipped with video, audio, and lighting systems. The space is adaptable for specific design requests and operated by trained students from the SIM program. SIM is also equipped with a digital sound studio, a digital video editing suite, and a store-house of analog and digital equipment, ranging from a theremin and a mirror ball to the latest in augmented and virtual reality technology.

studio for interrelated media (SIM)

The Studio for Interrelated Media (SIM) major is designed for students interested in a curriculum that supports idea-centered, interdisciplinary, and non-media specific artistic practice.

SIM emphasizes the dynamic relationships among the arts, culture, and society and inspires students to think conceptually across disciplines. Successful SIM majors are self-disciplined, motivated to action, and open to collaboration and civic engagement. Through required coursework, a variety of open electives, and dynamic extracurricular opportunities, students are challenged to craft their own self-directed, interdisciplinary program. SIM majors work with experimental media, sound, light, motion, digital tools, live performance, public practice, interactive installations, event production, print and spoken word, and/or a combination thereof.

Students have the opportunity to gain hands-on experience curating, designing, and producing by annually re-inventing the Eventworks experimental arts festival and managing SIM's Godine Family Gallery. Additionally, students have great success finding internships and jobs that leverage the skills they learn in the program in the areas of program management, live event production, and entertainment industries, among many other fields.

The MassArt Career Development office supports students and alumni with the tools and resources to create a fulfilling and sustainable career. MassArt's enterprising and talented students can connect to the creative economy through valuable internships and unique job listings, and can access career counseling, résumé critiques, and workshops. MassArt faculty partner with Career Development to invite company representatives from the creative economy to departmental portfolio events, arrange company site visits, co-sponsor alumni presentations and offer presentations in the classroom and studio.

As a MassArt student, you will be encouraged to complete two art- and design-related internships before you graduate. Each year, the Career Development Office advertises more than 500 art and design internships, and holds an internship and job fair each spring semester to help students connect with employers. Successful internships are evidence of students' practical skills and tenacity, and are prized by prospective employers.

Career Development has designed and launched a powerful searchable database that will help get your portfolio out into the world. With this innovative platform, all members of the MassArt community can display their work to both patrons and employers, expanding reach, and connecting with the primary players who are driving the creative economy.

Current students and alumni of MassArt's degree or certificate programs are welcome to use the full resources available in the Career Development Office. The online database offers current students and alumni a personal account to search for current art/design related full-time, part-time, seasonal, and freelance jobs, art and design internships, student scholarships, on campus positions, artist grants and fellowships.

begin your career

COURSE
FINANCIAL LITERACY AND CAREERS
Practical knowledge about personal finances including taxes, credit, how to budget, save, and invest. Learn how to define career goals and explore opportunities to successfully present yourself to the working world.

COURSE

THE CREATIVE ECONOMY BUSINESS INCUBATOR

is a new course designed to support student entrepreneurship with guidance from faculty, industry experts, and visiting entrepreneurs. Students earn credit while spending two semesters developing, market testing, and refining a business idea. You'll learn foundational principles of entrepreneurship, strategy, marketing, and finance through practice and hands-on experience, and receive one-on-one coaching from mentors in your industry.

COURSE

FINANCIAL LITERACY AND CAREERS

Practical knowledge about personal finances including taxes, credit, how to budget, save, and invest. Learn how to define career goals and explore opportunities to successfully present yourself to the working world.

DREW-TON MORRISON
'20 BFA ARCHITECTURAL DESIGN
Cyclical Phenomenology
@drew.ton.mooooooorrison

NEIDA
FERRANTE
'21 BFA
COMMUNICATION
DESIGN
Rebel Ride
Magazine

ALE MORAZAN
'20 BFA PRINTMAKING
Hamaca en el Sol

MIKAYLA DOWS
'19 BFA ILLUSTRATION
Lazy Leopard
@mmdows18

student artwork

MARCELINA ROSZKOWSKI
'20 BFA PHOTOGRAPHY
Heat
@m.rcy

BECCA KIRLEW
'20 BFA COMMUNICATION DESIGN
Curious House
@kirlew_design

ABBY FAZZONE
'20 BFA SCULPTURE
Cowgirl
@fazzona

RIO CASTANEDA-GUTHREAU
'21 BFA ANIMATION
still from *Mis Manos Tejedoras (My Weaving Hands / Chjolobaj Li K'omtake)*
@_riquis

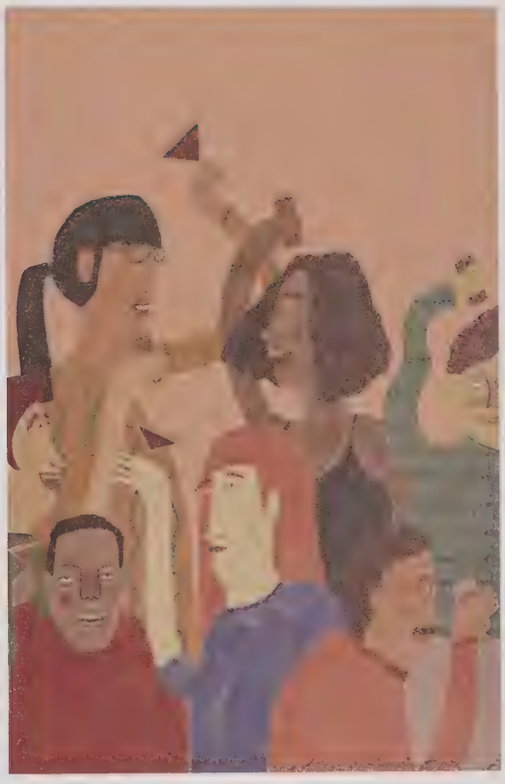
SARA GIORDANO
'20 BFA JEWELRY/METALSMITHING
Wire Construction #4
@slgmetalsmith

CATERINA MAINA
'20 BFA PHOTOGRAPHY
Red Dusk
4x5junkie

SHEINA CHARLES
'22 BFA INDUSTRIAL DESIGN
Kinetic Sneaker

CALDER MCKAY
'20 BFA INDUSTRIAL DESIGN
Rotating Bench (model)
@cald_2_innovate

ANDREW JAMES JOHNSON
'21 BFA PRINTMAKING
untitled



ALYSSA A. LAYDOWE
'20 BFA ILLUSTRATION
Cocktail Party
@uhlisuhsillustrations

KEVIN MOORE
'20 BFA PHOTOGRAPHY
Bird Watcher #1
@_kevinbennett

REN EVANS
'23 BFA FILM AND VIDEO
Hands in Film/Hands on Film

HALEY WOOD
'21 BFA COMMUNICATION DESIGN
Double Rose

MORTIMER SCHILKE
'24 BFA STUDIO FOUNDATION
Waiting Man

VIA BOLEY
'21 BFA PAINTING
Illusory places

ALEXANDER GAUDET
'21 BFA GLASS
Silvered Distortion
@gaudet_98

KADY WHYNOTT
'24 BFA STUDIO FOUNDATION
Introspection
@artbykadyw

ELLY STERN
'20 BFA ANIMATION
still from *Waste Away*
@elly_stern

apply

APPLICATION REQUIREMENTS

- Common Application form and $70 application fee
- Essay
- Portfolio of 15-20 examples of your strongest and most recent visual artwork
- Official high school transcripts
- Two letters of recommendation
- Résumé / list of activities
- English proficiency exam scores *(non-native English speakers only)*
- Official college transcripts *(transfer students)*

Please note that MassArt does not require standardized test scores (SAT/ACT). For complete instructions and requirements, please visit massart.edu.

FINANCIAL AID

A full 91% of MassArt students receive some form of financial assistance, which can come in a variety of forms, including need-based grants, loans, and merit scholarships. To be considered for need-based financial aid, eligible applicants must submit the Free Application for Federal Student Aid (FAFSA), available at fafsa.gov and include MassArt's Federal School Code, 002180.

TUITION AND FEES

2021-2022 Annual Tuition and Mandatory Fees (Full Time)

- Tuition $39,800
  - New England Resident Tuition: $31,800
  - Massachusetts Resident Tuition: $14,200

Additional Charges (Average)

- Room and Board: $14,800

Non-Billed Expenses (Estimated)

- Personal Living Allowance: $900
- Art supplies and books: $2000
- Personal Laptop: $1500

DEADLINES

FIRST-TIME COLLEGE STUDENTS

EARLY ACTION → DECEMBER 1
PRIORITY FALL ADMISSION → FEBRUARY 1

TRANSFER STUDENTS

FALL ADMISSION → MARCH 1
SPRING ADMISSION → OCTOBER 15

FINANCIAL AID

FALL ADMISSION → MARCH 1
FEDERAL SCHOOL CODE 002180

NEXT STEPS

Envision yourself at MassArt. Take the next steps in the admissions process:

→ Attend a virtual information session

→ Receive feedback on your portfolio from an admissions counselor

→ Build your creative skills through MassArt's Youth Programs

Learn more at MassArt.edu/connect

HELPFUL LINKS

→ Start Here
massart.edu

→ See What It Takes
massart.edu/admissions

→ Invest In Your Future
massart.edu/financialaid

→ Take the First Step
massart.edu/youthprograms

→ Make A Connection
massart.edu/events

→ Picture Yourself Here
massart.edu/visit

CONTACT US

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of Art and Design
Office of Admissions
621 Huntington Avenue
Boston, MA 02115 USA

617.879.7222
admissions@massart.edu

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